



NINTENDO DS™ lite

Press Contact:

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- Launch Date:** June 11, 2006, in the United States (original Nintendo DS launched Nov. 21, 2004, in the United States).
- Suggested Retail Price:** \$129.99
- Size (when closed):** 5.2 inches (133 millimeters) wide, 2.9 inches (73.9 millimeters) long, 0.85 inches (21.5 millimeters) tall.
- Weight:** Approximately 7.7 ounces (218 grams).
- Colors:** Current colors available: Cobalt/Black, Crimson/Black, Metallic Rose.
- Top Screen:** A backlit, 3-inch, transmissive TFT color LCD with 256 x 192 pixel resolution and .24 mm dot pitch, capable of displaying 260,000 colors.
- Touch Screen:** Same specs as top screen, but with a transparent analog touch screen.
- Brightness Adjustment:** Users can adjust the brightness of screens at four different levels. Electricity consumption will vary, depending on the brightness level (the brighter the setting, the less continuous play-time capability).
- | Brightness | Approximated Continuous Play |
|-------------------|-------------------------------------|
| 1st level | 15-19 hours |
| 2nd level | 10-15 hours |
| 3rd level | 7-11 hours |
| 4th level | 5-8 hours |
- Wireless Communication:** IEEE 802.11 and Nintendo's proprietary format; wireless range is 30 to 100 feet, depending on circumstances; multiple users can play multiplayer games using just one Nintendo DS game card, depending on the software. Ability to connect to Nintendo® Wi-Fi Connection*, Nintendo's wireless gaming network. Ability to download demo versions of Nintendo DS games from DS Download Stations or via the Nintendo Channel of the Wii™ console.
- Controls:** Touch screen, embedded microphone for voice recognition, A/B/X/Y face buttons, + Control Pad, L/R shoulder buttons, Start and Select buttons, and volume control. The stylus is 1.2 centimeters longer and 1 millimeter thicker than the stylus of the original Nintendo DS.
- Microphone:** Located at the center of the unit, which allows it to pick up spoken commands regardless of how the system is positioned.





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LED Lights:

Visible even when is closed. Users can easily tell if they have put the machine into sleep mode.

Input/Output:

Ports for both Nintendo DS game cards and Game Boy™ Advance game paks, terminals for stereo headphones and microphone. A removable cover for the Game Boy Advance game pak slot provides added protection from dust and other foreign materials. (Game Boy Advance games play in single player mode only.)

Other Features:

Embedded *PictoChat*™ software allows one user to draw pictures, or up to 16 users within local wireless range of one another to chat at once; embedded real-time clock; date, time and alarm; touch screen calibration.

CPUs:

One ARM9 and one ARM7.

Sound:

Stereo speakers providing virtual surround sound, depending on the software.

Battery:

Lithium ion battery delivering five to 19 hours of play on a three-hour charge, depending on use; power-saving sleep mode; A/C Adapter.

Languages:

English, Japanese, Spanish, French, German, Italian.

*Wireless broadband Internet access is required. For more information, visit support.nintendo.com

